

IMAGE ALIGNMENT GAMING DEVICE AND METHOD

ABSTRACT

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In one embodiment, the present invention is directed to a gaming device comprising a three-dimensional figure. The three dimensional figure comprises a plurality of three-dimensional sections, each having a height, a width, and a depth. At least one three-dimensional section is moveable relative to the other three dimensional sections and comprising a plurality of

10 three-dimensional fractional images. The moveable three-dimensional section may be positionable to allow a player to view the plurality of three-dimensional fractional images by moving the three-dimensional section. When the moveable three-dimensional section is in at least one position, the plurality of three-dimensional sections form at least one whole, integrated three-dimensional image. The gaming device also comprises an actuator attached to the

15 moveable three-dimensional section and configured to move the moveable three-dimensional section. The gaming device also includes a controller in communication with the actuator and configured to cause the actuator to move the moveable three-dimensional section.